E S A
ENERGY SEARCH ASSOCIATES

3 THINGS to Know About Digital Twin Studios...

1. We started our in-classroom training company in 2014 at the beginning of the oil and gas downturn so we had to pivot.
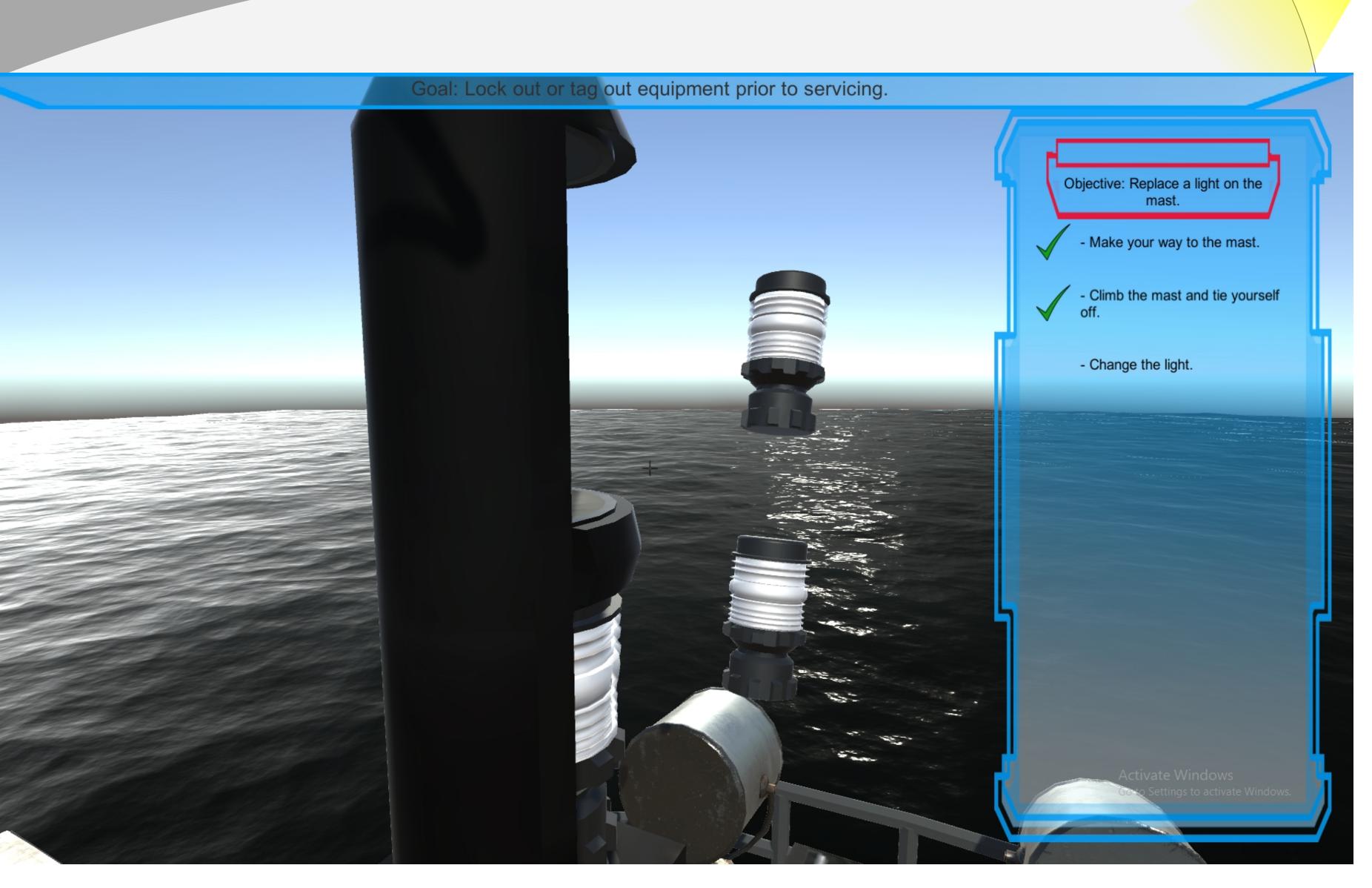
2. We coached a couple of interns on what to build for our first training game and it took a year.

3. We never sold the first game, but it got us a meeting with Shell who we've worked for ever since as a Strategic vendor.

Shane Istre in
CEO, Digital Twin Studios

How does Digital Twin Studios Work?

**To see a sample Training Demo
CLICK HERE**

What is SBL?
Simulation Based Learning is training content that is based on a virtual representation of a real-world job. You perform your job in 3D, you should train that way, too.

Can it be purchased as a subscription?
Yes. We have several courses available for subscription as well as the ability with our in-house staff to build custom content.

But it's expensive, right?
Not anymore. What used to cost $500k now costs $50k. Additionally, our technology completely cuts out the cost of travel and the need to use people's time for each session. It can also be customized to a per user price.

Can you build for virtual reality?
Yes. VR, AR, MR, XR, any-R. We can build them all.

Can users use any headset or a PC?
We literally can build this content for any equipment. We have found that virtual reality works well for assessing competence in a hands-on job, but online PC content or mobile content is great for classes which should be accessible anytime, anywhere.

**For more information on Digital Twin Studios
CLICK HERE**

Q&A

Digital Twin Studios:

Immersive and Interactive Simulations for Multiple Industries

What does Digital Twin Studios do?
We build Simulation Based Learning courses. We've been building these courses for seven years. We were training professionals in oil and gas for five years prior to starting this company. I managed an oil and gas division for a company for five years, so we have internal subject matter expertise, reducing the workload for our customers.

Who uses Digital Twin Studios?
Enterprise companies and government including, Shell (RDS), Exxon, Virgin, Louisiana Department of Health, Grand Isle Shipyard, Cameron.
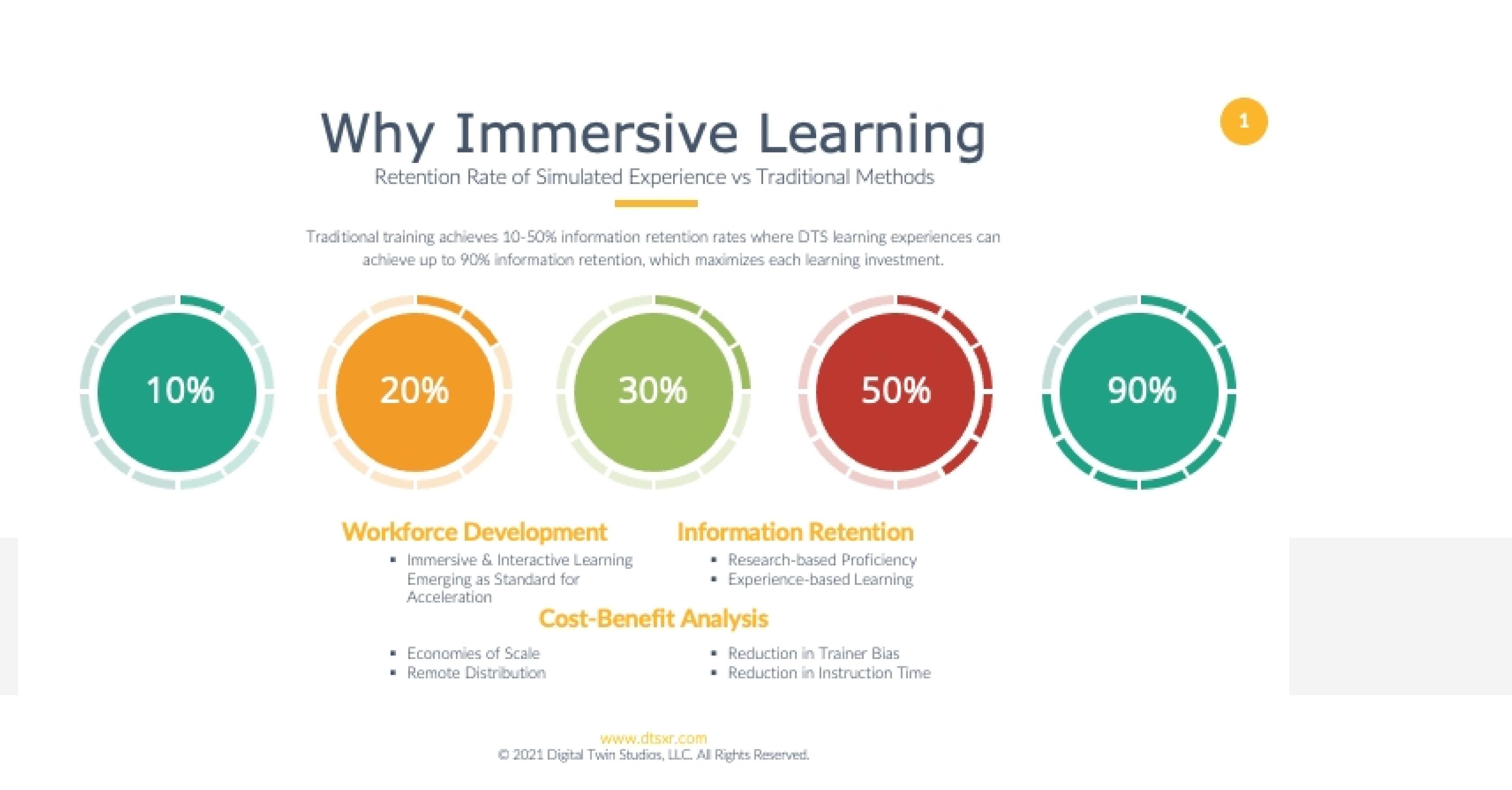
Who can use Digital Twin Studios?
Simulation Based Learning (SBL) is an augmentation and future replacement for lecture-based and slideshow-based training for hands-on and even soft skills training. Now that we have been building Unity-based gamified training for so many years, we have a tremendous library of assets and content that cover most of the basic safety requirements in Energy.

How is AI/ML used in learning?
Artificial Intelligence (AI) and Machine Learning (ML) is used to accelerate and customize learning to the learner. There are several ways to do this: 1. DTS helps within the Learning Management System (LMS). 2. Within a course. By using ML to create a model of the ideal way to complete a Simulation, we can compare a learner's performance to the model and give hints and recommendations on areas that need improvement, rapidly evaluating learners.

Why Immersive Learning
Retention Rate of Simulated Experience vs Traditional Methods

①

Traditional training achieves 10-50% information retention rates where DTS learning experiences can achieve up to 90% information retention, which maximizes each learning investment.

10% 20% 30% 50% 90%

Workforce Development
- Immersive & Interactive Learning Emerging as Standard for Acceleration

Information Retention
- Research-based Proficiency
- Experience-based Learning

Cost-Benefit Analysis
- Economies of Scale
- Remote Distribution
- Reduction in Trainer Bias
- Reduction in Instruction Time

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